

Nicholas Ventimiglia

C# · DotNetCore · Azure · Xamarin · Unity3d

Summary

I have over 10 years experience in C# and Microsoft technologies. I started my career building web portals and apis for the government. With the rise of mobile platforms, I was an early adopter of Unity3d and Xamarin from iOS and Android.

In my freetime I enjoy maintaining a cross platform rapid development framework, building games, and experimenting with bleeding edge advancements in C#.

Technical Skills

- Over 10 years experience in C# and Microsoft technologies.
- Strong understanding of the cloud and Azure technologies.
- Asp.net, MVC, DotnetCore, and associated web technologies.
- DynamoDB, CosmoDB, ElasticSearch and other custom data stores.
- 3 years experience with Xamarin on Android and iOS.
- 5 years experience with Unity3d.
- Patterns nerd, understand when and when not to decouple.
- Expert in networking, building several realtime SDKs.
- Lover of performance, having built my own struct based binary protocols.
- Keen understanding of memory management and unsafe code.
- Worked as lead architect on both client and server.
- Built my own *zero-gc* game servers suitable for shooters.
- Built my own *reflection-less* MVVM framework.

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PierPlay / Scopely

Current

Pierplay and Scopely is invested in the development of games and intellectual properties handling millions of daily active users. Here development and product goals were driven by telemetric data. I learned the importance of haveing good statistical data, and the importance of animations to deliver artistic vision.

My responsibility on the team was the development of a mvvm architecture to facilitate technical artists in delivering artistic vision. Moreover, I would take lead in the development of any complex and heavily animated views and Ux.

Bingo Blitz / Playtika

2015

Playtika is a multinational company involved in the development of top tier casual and midcore mobile games. Bingo Blitz is the world's number one bingo game with several million daily active users.

Here my responsibility was to transition the team from a Flash development stack to a Unity3d. My years of experience were invaluable during this transitional period.

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AgriSync

2014

AgriSync brands itself as the 'ZenDesk' of agriculture. Here I was the lead U.S. developer, and lead a team based in Russia, Belarus, and India.

AgriSync set itself apart from other Xamarin and line of business products by the incorporation of real-time cross platform (Mac, Windows, Android, iOS, WebGL) networking and video conferencing.

Realtime

2013

Realtime is a series C startup in the networking as a service play. Our TLS secure websocket transport served customers across the globe and some of Europe's key financial institutions.

As a contractor, my goal was to develop and deliver the C# sdks. This included both the Xamarin and Unity sdks. Due to security failings of mono, this required strong understanding of native development to facilitate the secure transport.

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Avarice Online

2010

Avarice Online is my own venture. Here I focused on the development of game frameworks similar to Parse, Photon, or PlayFab. This framework is super lightweight and is still in use and development to this day.

Features include simple account services, non-structured user data saving, leaderboards with expirations, and a udp, binary serialized, struct based networking solution that is fully compatible with modern Unity ECS.

Simple Systems

2005

Simple Systems is a contract shop focused on the development of web portals for government and medium sized industry. Our principal customer was the County of Los Angeles Department of Public Social Services.

As managing partner, I worked directly with senior managers to prototype and develop business solutions. My material management solutions facilitated supply requisition and purchasing for the greater Los Angeles area. These solutions followed best practices and continue to support hundreds of locations and tens of thousands of employees despite the platforms age.

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Social Collaboration

I have a very active online presence. I am a strong believer in development advocacy and helping my peers. Feel free to take a look at my social profiles. For code samples, check out Github where I have many open source libraries.

Blog	Http://nicholasventimiglia.com
GitHub	Https://github.com/NVentimiglia
Simple Systems	Http://Simplesys.us
AgriSync	Http://AgriSync.com
Bingo Blitz	Https://www.bingoblitz.com/
Scopely	Http://scopely.com/
Realtime	Http://framework.realtime.co
Star Trigger	Http://StarTrigger.com
Battle Fleet 2	Http://BattleFleetGame.com
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